Starships D6 / Trisom N-13 Stinger

Trisom N-13 Stinger

Trisom Incorporated was a small rim world based speeder manufacturing company for a hundred years. Until Teron-ver, great grandson of the founder of Trisom Mavrik-ver, took control of Trisom and started building starships as well as speeders. The first completed design, the N-13 Stinger, was proposed to the New Republic who immediatly applied for 2 sqaudrons of the Stingers. They were produced and sold to the New republic with all due haste.

The N-13 Stinger is shaped with a 5 meter wide front, rounded so that the back is a mere 1.5 meters wide, with what apears to be a stinger that swings up above the middle of the ship 1 meter from the front of the Stinger itself. the stinger if 16 meters long, and use a new generater named acrite N-18 pulse The generater uses a new technolgy developed by Trisom known as acrite pulse fusion. The N-18 creates a huge amount of energy but is only the size of a normal X-wing's generater and can power enhanced shields, sensers, weapons and engines.

Unfortunately, the enhanced powers make it so very few pilots can handle the ship correctly without proper training.

Craft: Trisom N-13 Stinger
Type: Space superiority fighter
Scale: Starfighter
StarfighterLength: 15 meters
Skill: starfighter piloting: N-13 Stinger
Crew: 1 and a gunner
Crew Skill: Varies
Cargo Capacity: 200 Kilograms
Consumables: 1 week
Cost: 5 million (new)
Hyperdrive Multiplier: x1
Nav Computer: Uses astromech droid programmed with 10 jumps
Maneuverability: 3D+1
Space: 14
Atmosphere: 500; 1,500 kmh
Hull: 4D
Shields: 3D+2
Sensors:
- Passive:30/1D
- Scan: 50/ 1D
- Search: 80/3D
- Focus: 4/3D+2

Weapons:
2 Laser Cannons
- Fire Arc:frount
- Skill: Starfighrter gunnery

Fire Control: 3D
Space Range: 1-3/12/25
Damage: 5D

2 Proton Torpedo Launchers
Fire Arc: frount
Skill: Starship gunnery
Ammo: 10 each
Fire Control: 3D
Space Range: 1/3/7
Atmosphere: 100/300/700
Damage: 9D

Heavy Ion Cannon
Fire Arc: frount
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D+2

Heavy Rocket Launcher
Fire Arc:Front
Skill: Starship gunnery
Ammo: 4
Fire Control: 4D
Space Range: 1/3/7
Atmosphere: 100/300/700
Damage: 11D

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